

# SCSIcide

# GAME PROGRAM™ INSTRUCTIONS



Use the Paddle Controllers with this Game Program.

## GAMEPLAY

Your task as the hard drive controller is to read the data bits in the correct color order. Prevent a hard drive crash by reading the bits before the latency buffer underflows!

Begin the game: Press the Reset switch

Start a new level: Press the fire button

To read a data bit: Press the fire button

Latency Buffer: Time remaining to read the next bit.  
Decreases when correct bit is missed or no bit exists.

Bit Counter: Number of correct data bits read.  
Read all 10 to advance to the next platter level.

## DIFFICULTY

Left: Normal v. Over-sized drivehead

Right: Smooth v. Track-to-Track drivehead motion

## SCORING

Score is displayed in hexadecimal notation

First 2 digits represent current level

Correct data bit read:  $\text{Level} * \text{remaining buffer}$

Correct data bit missed: -1 point

Incorrect data bit read: -1 point

## ADDITIONAL INFORMATION

<http://www.mindspring.com/~jgrand/atari>

Thanks to Piero Cavina (display kernel), Ian Primus (label concept), and the Stella Development List.